

LEGEND



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C.R.L. GROUP P.L.C.,
7D KING'S YARD,
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THE LEGEND BEGINS AS THE FIRST WAR WAS ENTERING ITS SECOND MILLENIA. IT WAS A WAR BETWEEN GOOD AND EVIL, NEITHER SIDE WERE WINNING.

THIS WAR WAS FINALLY ENDED BY ONE MAN WITH A MAGICAL STAFF THAT GAVE HIM TOTAL CONTROL OVER THE PEOPLE AND ELEMENTS OF HIS WORLD. HE HAD SEEN TOO MANY PEOPLE WASTED IN THE WAR THAT COULD NEVER BE WON. GOOD AND EVIL WOULD JUST HAVE TO SIT SIDE BY SIDE.

AS TIME PASSED HE BECAME OLD AND WEAK. HE KNEW HE DID NOT HAVE MUCH TIME LEFT. AS HIS DAUGHTER SAT BY HIS BEDSIDE, HE TOLD HER OF THE WAR AND THE STAFF. SHE MUST USE IT TO KEEP PEACE.

THIS SHE DID UNTIL HER DEATH. SHE HAD TWO SONS, THEY HAD GROWN APART. ONE HAD BECOME EVIL, THE OTHER GOOD. SHE HAD TO DECIDE WHICH SON SHOULD TAKE CONTROL OF THE STAFF; SHE COULD NOT DECIDE. EITHER SON WOULD USE IT TO HURT THE OTHER. SHE MUST DESTROY IT.

A MIGHTY EXPLOSION WAS HEARD THROUGHOUT THE LAND. AT THE SOURCE OF THE EXPLOSION THEIR MOTHER LAY DEAD, THE STAFF BROKEN IN TWO. HER SONS, NOT CARING FOR HER, RUSHED TO THE SCENE, EACH CLAIMING THEIR HALF OF THE STAFF.

THE CLOUDS OF WAR WERE AGAIN CREEPING OVER THE LAND.....

Requirements

520, 1040 or Mega ST
Colour Monitor or a TV
Mouse
(Joystick for two player game)

Controls

The mouse is used for most things, but during battles the keyboard or joystick are required (both in the two player game).

Function	Key	Joystick
Options in battle	Cursor left	Joy left
Up	Cursor Up	Joy Up
Down	Cursor Down	Joy Down
Select	Return	Joy Fire

Playing LEGEND

Part way through loading you will be asked whether you want to play against the computer or a person. If you wish to play against the computer then select "computer", otherwise select "person". You will be asked which controls you want to use in the battles. Only the first player will be asked for controls, the second player (if any) must use the other option.

The forces of good and evil each have a leader and the leader can be male or female. Just click on the appropriate picture when asked by the computer. When prompted insert disk two. This will be accessed during the game so leave it in the drive unless told otherwise during play. Disk swapping is minimal, you will only have to swap at the start of play and at the end.

The Objective

Your objective is to obtain the other half of *The Staff* and the only way to do this is by capturing your opponents citadel.

The two citadels are at either end of the continent and many battles must be fought before you can reach your destination. If you obtain the two halves and hold them together they'll merge together again and you'll then have dominion over the world.

The Turn Sequence

LEGEND is split into turns, each of which is sub-divided into different phases. At the start of each turn one player is chosen at random to go first during the various phases of the game. The sequence of play is as follows:

- (1) Each player uses the Main Menu to buy characters, cast spells etc.
- (2) Both players deploy their armies on the world map.
- (3) Armies on the map are moved.
- (4) Battles are fought.
- (5) The game loops back to step (1) until one or the other player wins.

The Main Menu

Money is added to each players coffer according to the income values for sectors that they currently have under their control. Initially each player only has their home citadel as a source of income and protection. The amount of gold that a sectors supplies is determined by size and also by what is in it (see buildings).

There are ten options on the menu that are accessed by clicking on them with either mouse button: Map, Status, Character, Special, Troops, Spells, End Turn, Build, Orchid and Quit.

(1) Map

Clicking on the map presents you with a view of the world as it stands. The world is made of 21 sectors, three of which are special cases: the White citadel, the Black citadel and the island of Xelfar.

Information can be called up from the map by clicking on a sector. A menu bar will appear at the bottom of the screen with the options Info and Exit. Click on Info and a window will appear that informs you of the sectors name, who controls it, its income and any buildings that are within it. If there are any of your armies in the sector then a second window appears with a list of the armies present and a number next to each army to indicate the quantity of troops in each of them. Clicking on Exit returns you to the Main Menu.

(2) Status

The status option opens a window which contains the leaders name, tendency (good or evil), your income, gold, magic points and the number of sectors under your control are displayed here. Income is the amount of gold that you receive each turn to aid your cause for world domination and gold is how much money you have at present. Magic points are used up in the casting of spells. The number of sectors under your control gives an indication of how much of the world is under your control. Click on Ok to return to the Main Menu.

(3) Character

Most of the fight for the Staff is done by leaders of small units of troops known as characters. There are 64 characters in all: 20 good, 24 neutral and 20 evil. The good player can choose from good and neutral armies and the evil from the neutral and evil armies.

The first character will be shown on screen and next to his (or her) picture is a list of statistics: name, combat skill, weapon, armour type, combat speed, magical energy, alignment and cost.

The combat skill ranges from 1 to 100, the higher the better, it determines how good the army is at fighting and their choice of weapon affects the amount of damage that they do. There are basically two sorts of weapons: melee and missile. Missile weapons allow your armies to attack at a distance as they march into battle which can help soften up your enemy. These troops tend to have only light melee weapons though and so inflict less damage when they get into close combat. Lances are carried by mounted troops and they cause heavy damage in their first attack. After that they switch to more convenient broadswords for the rest of the combat.

Armies with no armour are much easier to kill than those in plate mail. A low value for combat speed means that the army strikes faster in melee and in some cases they attack more than once per round.

When you recruit an army to your cause you gain their magical energy and so a high value is essential if you want to be able to cast spells frequently. Armies with high magical

energy are often low on combat skill and vice versa.

Alignment is how the character views the world. Good and evil exist in the world as the Benign and Malign factions and they can be both followers of Chaos and Order. There are the in-betweens who just want life to be Chaos or Order and care nothing for good or evil.

When you recruit an army you have no idea of how big or small they will end up as, but you do have a rough idea from the two figures in the initial army size.

The value for cost is how many gold you must spend to recruit the army. How much gold you have at present is shown at the bottom of the screen.

Finally there's a brief history of the character that gives you an insight into how they got their names and some idea of their background.

At the bottom of the screen are four buttons that you can click-on: Recruit, Next, Previous and Quit. Recruit will add the character to your army if you have enough gold. Next and Previous allow you to look through all of the characters that are available for recruitment and Quit takes you back to the Main Menu.

(4) Special Characters

There are eight special characters which are considerably more powerful than any of the other characters. They are: Thief, Xelfar, Wenlock, Assassin, Militia, Catapult, Scouts and Dragon.

The Thief must be paid each turn to attempt a robbery or he will leave you. Success means that your opponent loses a

large chunk of his income for that turn and you get it. If the Thief fails he can try again next turn, but if he's captured then he has the nasty habit of changing sides.

The Assassin similarly changes sides if captured and he must also be paid on a turn basis. His abilities enable him to sneak up on an army's leader and kill him off. An army without a leader disperses to the four winds.

Xelfar is a warrior priest that bestows upon you his magical points and is also a capable fighter. With him in your army you can cast all of the Theomancy spells at lower cost in magic points. Wenlock is similar to Xelfar except that she makes Sorcery spells cheaper to cast and the death of her enemies increases her powers.

Militia are a small unit troops armed with missile weapons that can set ambushes for your enemy. When they strike they have a single, but very accurate, attack and then depart rapidly without being hit.

Scouts are the bane of Militia because their acute senses allow them to find the Militia and send them running from their ambush. They can also search out enemy sectors to find what strength your opposition is in.

Catapults are useless in melee, but very destructive in assaults on citadels or keeps. They can break through the walls and allow your armies inside, reducing the terrible losses often inflicted when capturing fortifications.

Finally there's the Dragon who sweeps over the battlefield breathing fire on your enemies and scaring them away with his terrifying aura.

To select a special character click on the box above it and an alert box will appear. There are four options in the

box: info, view, swap and return. The last option takes you back to the main menu and the swap option changes the four special characters on screen to the other four. Info gives more detailed information on the character and asks if you want to recruit it and the view option exits from the box, but not the special character menu.

(5) Troops

This is very similar to Character option, but instead of recruiting characters you buy them extra troops for their army. Larger armies inflict more damage, because of the greater number of troops. Again you have the same four options: recruit, next, previous and quit.

(6) Spells

Many of the characters have magic points and when they're recruited you gain them. Points are expended in the casting of spells and there are two schools of magic: Sorcery and Theomancy. Sorcery spells tend to deal with the mind and elements whereas Theomancy is attuned to healing and death. Wenlock and Xelfar reduce the costs of Sorcery and Theomancy spells respectively and temples lower the cost of spells associated with healing. The only way to gain magic points is through recruiting characters and the monolith. Monoliths and temples are discussed below.

(7) End Turn

When you've finished all of your actions for a turn click on this option and play passes to the other player.

(8) Build

There are five types of buildings available other than citadels: Keeps, Mines, Temples, Taverns and Monoliths. Each sector can contain only one building and you can't build on top of a citadel. Buildings are in three colours: black, white and grey. Black indicates evil, white - good and grey is uncontrolled.

Keeps are defensive structures to protect your troops, Mines can increase the income from a sector to almost double, Temples reduce the cost of healing spells, Taverns make troops and characters cheaper to recruit and Monoliths allow magic points to be gained.

(9) LEGEND

Just a bit of information on Mundane Software and
LEGEND

(10) Quit

With this you can restart a game or quit back to the desktop.

Deployment

The order of play is again chosen randomly and the first player deploys his troops. Troops can only be deployed into sectors under your control (indicated by a cloud or appropriately coloured building). Troops to be deployed are the ones chosen from the main menu and also any that fled the battlefield for one reason or another.

To deploy an army you click on the chosen sector and three options appear: info, deploy (name) and exit. Info shows how many armies you have in that sector and also what buildings etc., as with the Map option. If you choose to deploy the named army then it enters the sector and exit causes the army to stay in a deployable condition until next turn.

The process is repeated until all of the characters have been deployed or ignored. Any characters not deployed can remain in limbo indefinitely.

Movement

Once both sides have been deployed the armies can be moved from one sector to another. Movement is only possible into sectors adjacent to the one that the army is currently in. Armies can also move only once per turn. If there are any enemy forces in the start sector then your troops can't move that turn.

Combat

If after both sides have moved there are troops from the sides of good and evil in the same sector a battle is fought. Each sector is checked in turn until all battles have been fought.

Battle

If there is one army on any of the two sides then melee begins immediately, otherwise you must first choose the battle formation.

Both side's armies are listed opposite each other on the screen. A pair of pointers are also shown for each army, pointing to the top two armies on each side. By using the up/down keys you can move the pointers and pressing the select key swaps the positions of the two armies. The small graphical figures next to the army name do not move, this is to remind you of the original formation of both armies troops. Pressing F1 to F5 exits to battle itself for the good player and F6 to F10 exits for the evil player. The advantage of exiting first is that your armies remain in the formation that you've selected and your opponents are returned to how they were before any swapping took place. Battle swapping is also exited after 16 seconds.

The layout of the battle screen is very similar to the swap except that there is a box in the upper corners of the screen with the options flee and retreat. There's also a pointer next to one of the options. The armies names are displayed as before with a graphic to represent them and there's also a number below the name. This number is now

many troops there are in the army and it decreases during the battle until the army is destroyed.

A pointer next to one of the armies is used in conjunction with a box in the corners of the screen. It points to the army that you want to instruct. Only two instructions are possible: flee and retreat. Retreat removes the selected army from the battle and flee causes all of your armies to turn tail and run for it. Your troops are instructed by pressing the select key. To change the option from flee to retreat and vice versa you use the left key.

When one side has retreated from the battlefield or been killed then the sector in which the battle took place becomes the property of the victor. Troops that flee or retreat can be deployed again in the next turn.

A Never Ending War ?

The cycle is then complete and play continues from the income phase. The war will rage on until victory goes either to the forces of good or evil.